



HEROBREAKER

Heroes break things.

Bones. Hearts. Laws. Promises.

You are a hero, and you will not be broken.

Enemies and allies seek to shape you or save you from heroism.

The GM plays them, and the wide world.

Choose two of the things heroes break:

one you burn to break, and one you fear to.

You start with one point in the other two heroic attributes, and two in the one you burn to break. Whenever you try to break something, roll as many six-sided dice as you have points.

Any die that comes up odd is a success, and if you have as many successes or more as the thing you want to break has strength, you break it.

A lowly soldier's bones have a strength of one,
a dragon's five, a mountain twenty.

A simple maiden's heart has a strength of one,
a wicked lord's five, the silent gods' twenty.

And so on.

Whenever you try not to break what you fear to, roll its number in dice.

You fail if any turn up 5 or 6. If you break it, make its number zero.

If you break what you burn to, add one to all your numbers.

